

## **AMENDMENTS**

### **In the Claims:**

Please cancel claims 1-16 without prejudice or disclaimer.

Please add new claims 17-55.

17. (Newly Added) A system for communication of video information over a network, comprising:

a first object-oriented coder for dividing data into object macroblocks and background macroblocks, for assigning a higher number of error control overhead bits to the object macroblocks than to the background macroblocks.

18. (Newly Added) The system of claim 17, wherein the first object-oriented coder comprises a first processor and a first memory.

19. (Newly Added) The system of claim 17, further comprising a second object-oriented coder that allocates a higher data transmission rate to the object macroblocks than to the background macroblocks.

20. (Newly Added) The system of claim 17, further comprising a third object-oriented coder that receives a location vector and at least one motion vector of the object macroblock in a previous frame, the location vector and the at least one motion vector corresponds to location of the object macroblock that is missing in a current frame, and replaces the object macroblock that is missing in the current frame with the object macroblock in the previous frame.

21. (Newly Added) The system of claim 20, wherein the third object-oriented coder further comprises assigning a quantization factor a value that provides for receiving more location vectors and motion vectors of the object macroblock.

22. (Newly Added) A method for communicating video information over a network, comprising the steps of:

dividing data into object macroblocks and background macroblocks; and  
assigning a higher number of error control overhead bits to the object macroblocks than to the background macroblocks.

23. (Newly Added) The method of claim 22, further comprising allocating a higher data transmission rate to the object macroblocks than to the background macroblocks.

24. (Newly Added) The method of claim 22, further comprising receiving a location vector and at least one motion vector of the object macroblock in a previous frame, the location vector and the at least one motion vector corresponding to location of the object macroblock that is missing in a current frame; and replacing the object macroblock that is missing in the current frame with the object macroblock in the previous frame.

25. (Newly Added) The method of claim 24, wherein receiving the location vector and the at least one motion vector of the object macroblock in the previous frame further comprises assigning a quantization factor a value that provides for receiving more location vectors and motion vectors of the object macroblock.

26. (Newly Added) A system for communicating video information over a network, comprising:

means for dividing data into object macroblocks and background macroblocks; and  
means for allocating a higher number of error control overhead bits to the object macroblocks than to the background macroblocks.

27. (Newly Added) The system of claim 26 further comprising means for allocating a higher data transmission rate to the object macroblocks than to the background macroblocks.

28. (Newly Added) The system of claim 27, wherein one of the means for allocating one of a higher number of error control overhead bits and the means for allocating a higher data transmission rate is a first processor.

29. (Newly Added) The system of claim 26, further comprising:  
means for receiving a location vector and at least one motion vector of the object macroblock in a previous frame, the location vector and the at least one motion vector corresponding to location of an object macroblock that is missing in a current frame; and  
means for replacing the object macroblock that is missing in the current frame with the object macroblock in the previous frame.

30. (Newly Added) The system of claim 29, wherein the means for receiving the location vector and the at least one motion vector of the object macroblock further comprises assigning a quantization factor a value that provides for receiving more location vectors and motion vectors of the object macroblock.

31. (Newly Added) The system of claim 29, wherein the means for receiving and for replacing is a second processor.

32. (Newly Added) A computer readable medium having a computer program for communicating video information over a network, the program performing the steps of:  
dividing data into object macroblocks and background macroblocks; and  
assigning a higher number of error control overhead bits to the object macroblocks than to the background macroblocks.

33. (Newly Added) The computer program of claim 32, further comprising allocating a higher data transmission rate to the object macroblocks than to the background macroblocks.

34. (Newly Added) The computer program of claim 32, further comprising receiving a location vector and at least one motion vector of the object macroblock in a previous frame, the location vector and the at least one motion vector corresponding to location of the object macroblock that is missing in a current frame; and replacing the object macroblock that is missing in the current frame with the object macroblock in the previous frame.

35. (Newly Added) The computer program of claim 34, wherein receiving the location vector and the at least one motion vector of the object macroblock in the previous frame further comprises assigning a quantization factor a value that provides for receiving more location vectors and motion vectors of the object macroblock.

36. (Newly Added) A system for communication of video information over a network, comprising:

a first object-oriented coder for dividing data into object macroblocks and background macroblocks, for receiving a location vector and at least one motion vector of the object macroblock in a previous frame, the location vector and the at least one motion vector corresponds to location of the object macroblock that is missing in a current frame, and replaces the object macroblock that is missing in the current frame with the object macroblock in the previous frame.

37. (Newly Added) The system of claim 36, wherein the first object-oriented coder further comprises assigning a quantization factor a value that provides for receiving more location vectors and motion vectors of an object macroblock.

38. (Newly Added) The system of claim 36, wherein the first object-oriented coder comprises a first processor and a first memory.

39. (Newly Added) The system of claim 36, further comprising a second object-oriented coder that allocates a higher data transmission rate to the object macroblocks than to the background macroblocks.

40. (Newly Added) The system of claim 36, further comprising a third object-oriented coder that assigns a higher number of error control overhead bits to the object macroblocks than to the background macroblocks.

41. (Newly Added) A method for communicating video information over a network, comprising the steps of:  
dividing data into object macroblocks and background macroblocks; and  
receiving a location vector and at least one motion vector of the object macroblock in a previous frame, the location vector and the at least one motion vector corresponding to location of the object macroblock that is missing in a current frame; and replacing the object macroblock that is missing in the current frame with the object macroblock in the previous frame.

42. (Newly Added) The method of claim 41, wherein receiving the location vector and the at least one motion vector of the object macroblock in the previous frame further comprises assigning a quantization factor a value that provides for receiving more location vectors and motion vectors of the object macroblock.

43. (Newly Added) The method of claim 41, further comprising allocating a higher data transmission rate to the object macroblocks than to the background macroblocks.

44. (Newly Added) The method of claim 41, further comprising assigning a higher number of error control overhead bits to the object macroblocks than to the background macroblocks

45. (Newly Added) A system for communicating video information over a network, comprising:

means for dividing data into object macroblocks and background macroblocks; and  
means for receiving a location vector and at least one motion vector of the object macroblock in a previous frame, the location vector and the at least one motion vector corresponding to location of the object macroblock that is missing in a current frame; and  
means for replacing the object macroblock that is missing in the current frame with the object macroblock in the previous frame.

46. (Newly Added) The system of claim 45, wherein the means for receiving the location vector and the at least one motion vector of the object macroblock in the previous frame further comprises assigning a quantization factor a value that provides for receiving more location vectors and motion vectors of the object macroblock.

47. (Newly Added) The system of claim 45, further comprising the means for receiving and for replacing is a first processor.

48. (Newly Added) The system of claim 45, further comprising means for allocating a higher data transmission rate to the object macroblocks than to the background macroblocks.

49. (Newly Added) The system of claim 48, wherein the means for allocating a higher data transmission rate is a second processor.

50. (Newly Added) The system of claim 45 further comprising means for allocating a higher number of error control overhead bits to the object macroblocks than to the background macroblocks.

51. (Newly Added) The system of claim 50, wherein the means for allocating a higher number of error control overhead bits is a third processor.

52. (Newly Added) A computer readable medium having a computer program for communicating video information over a network, the program performing the steps of:  
dividing data into object macroblocks and background macroblocks; and  
receiving a location vector and at least one motion vector of the object macroblock in a previous frame, the location vector and the at least one motion vector corresponding to location of the object macroblock that is missing in a current frame; and replacing the object macroblock that is missing in the current frame with the object macroblock in the previous frame.

53. (Newly Added) The computer program of claim 52, wherein receiving the location vector and the at least one motion vector of the object macroblock in the previous frame further comprises assigning a quantization factor a value that provides for receiving more location vectors and motion vectors of the object macroblock.

54. (Newly Added) The computer program of claim 52, further comprising assigning a higher number of error control overhead bits to the object macroblocks than to the background macroblocks.

55. (Newly Added) The computer program of claim 52, further comprising allocating a higher data transmission rate to the object macroblocks than to the background macroblocks.